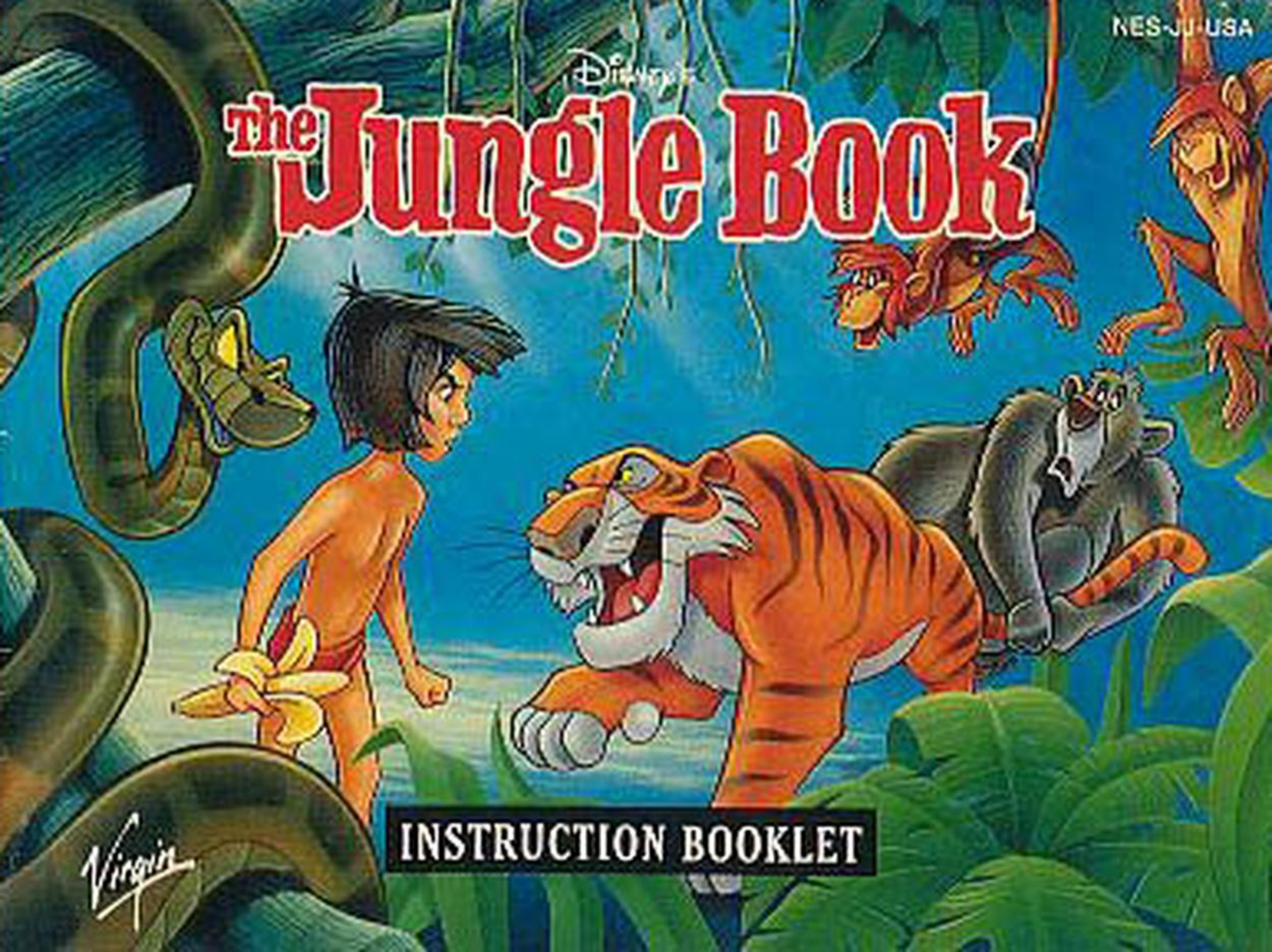
NES-JU-USA
Disney's
The Jungle Book
INSTRUCTION BOOKLET
Virgin

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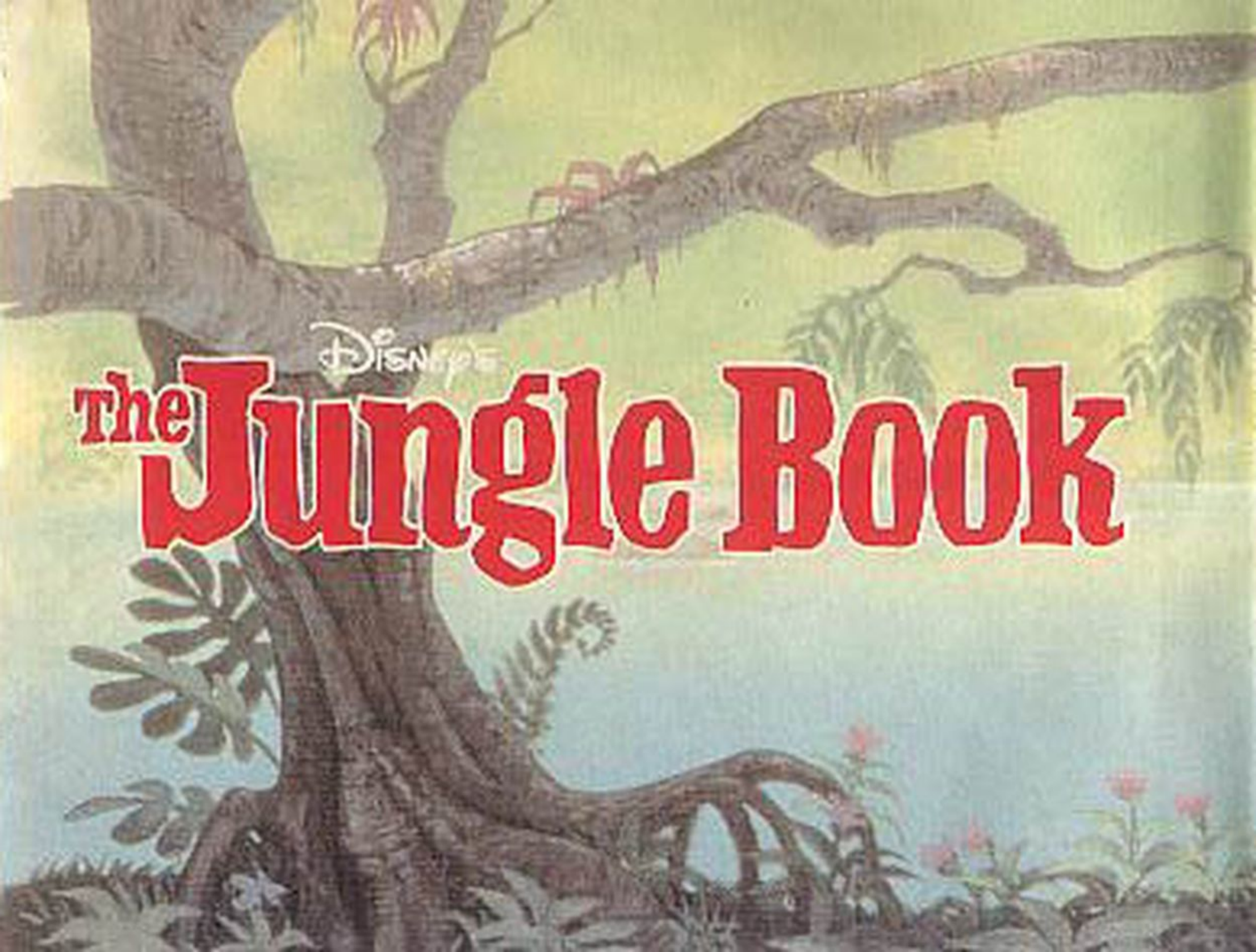

Disney's
The Jungle Book

Getting Started

Thank you for choosing *The Jungle Book* Game Pak. To start the game, please insert the Game Pak and turn on your Nintendo Entertainment System.

The game begins by displaying the Nintendo message and Virgin logo before moving to the title page. If the game is left for a given time without user input, the demo will cycle through four of the levels and show the basic features of the game and the main actions of Mowgli. Pressing START during the demo will begin the game at level 1, pressing the SELECT button or RESET will return the user to the title screen.

Introduction

This exciting video game version of Disney's classic animated film follows the adventures of a young Indian boy named Mowgli, who has been raised from infancy by a pack of wolves. When word spreads through the jungle that Shere Khan, the treacherous tiger, has returned the wolf elders decide that, for his own safety, Mowgli must return to the man Village. Accompanied by Bagheera a loyal panther guardian, Mowgli sets out on his journey. After falling out of the coils of a hungry python named Kaa and falling in with a herd of military elephants, the "man cub" meets a carefree bear named Baloo and the duo become fast friends. From there, the action is non-stop as Mowgli is kidnapped by a jealous ape king, befriended by vultures and confronted by a vicious tiger.

Game Controls

The START button can be pressed to toggle the pause on and off.

The SELECT button is used to cycle through the available weapons. Only those weapons that have been collected will be displayed on the score panel.

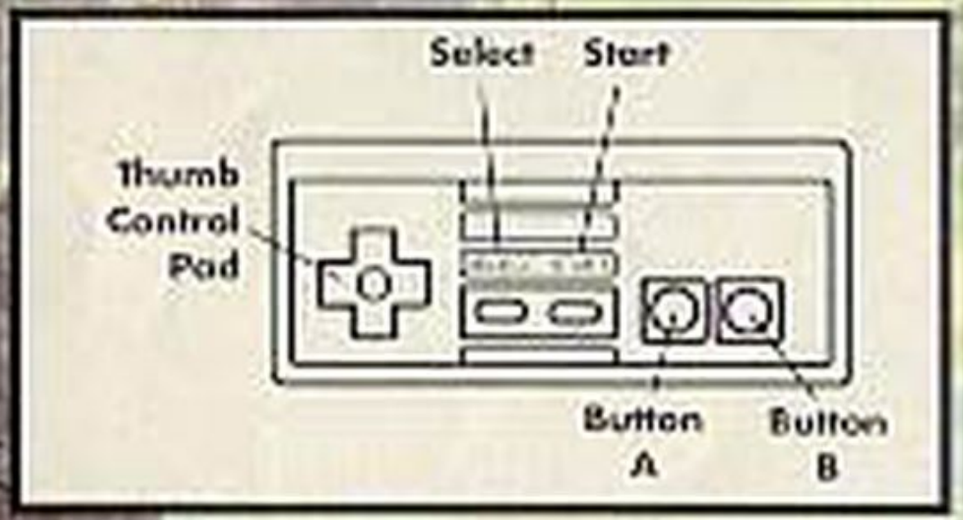
Weapons

On his journey through the jungle, Mowgli will find a number of useful objects. These are revealed randomly when he shoots the bunches of bananas hanging around the screen.

The available weapons are:
Normal banana — always available
Double power banana — needs less hits to dispose of enemies
Boomerang banana — most powerful weapon

Pea shooter — available after level 3 has been completed
Mask of invulnerability — makes Mowgli immune to enemy weapons

Control Pad



Holding the control pad left or right makes Mowgli walk in the required direction. Holding down the B button with the pad left or right makes Mowgli break into a run.

The B button is used to fire the current weapon. The weapon will be fired in the direction that the control pad is held — except when the control pad is being held down to make Mowgli crouch. In this case, the weapon will fire in the direction that Mowgli is facing. The A button makes Mowgli jump and the height of the jump is governed by the amount of time the button is held down. The B button is also used to jump from a vine.

Pressing up on the control pad up causes the screen to shift down which allows Mowgli to see more of the area above him. Pressing down on the control pad allows more of the map below Mowgli to be seen.

On levels 2 and 6, holding the pad up while alongside a tree hole, hut or door allows Mowgli to travel to a new location.

Options

Pressing SELECT on the title display will cause the option display to come into view. The control pad up/down is used to select the option to be altered.

The SKILL LEVEL can be set to PRACTICE/NORMAL/EXPERT which adjusts the number of hits required to dispose of each enemy and also makes Mowgli lose more or less energy when hit by an enemy.

The MUSIC OPTIONS allow the in-game music to be turned off so that there are only sound efects.

The MUSIC/EFFECTS value can be altered by pressing the control pad left or right and the selected tune or effect can be triggered by pressing the A button.

Pressing START from the option page will allow play to begin at level 1 or pressing SELECT returns control to the title page.

Pressing START from the title page begins the game in the normal way, if the A button is held down while pressing START the initial Intro and 'GET READY' screens are bypassed.

Tries

Score

Gems

Health

Time Limit

Current Weapon &
amount of remaining
weapons

Levels

The game objective: Escort Mowgli safely through the jungle to the village, collecting gems, finding Bagheera and defeating Shere Khan, the tiger, on the way.

To succeed, Mowgli must complete each level as required. Each one has a time limit in which it must be completed.

During each level the player can collect a shovel icon after defeating one of the enemies. The collection of the shovel allows Mowgli to enter the special bonus round at the end of the level where extra lives can be collected. The continues are in the form of fig leaves and there are two icons to collect per bonus level.

Completion of levels 1,3,4,7 and 9 is achieved by collecting the required number of gems. The other levels are completed by defeating the end of level boss. The boss on these levels is normally asleep and can only be woken up when all of the gems have been collected.

Throughout each level Mowgli will face numerous hazards: i.e., monkeys throwing coconuts, jumping fish, crocodiles, flies, snakes, scorpions, falling rocks, spikes etc. Hits and collisions sap his energy so avoid them or shoot them.

Falling into water will cost Mowgli a life.

Extra help exists in the form of pick-ups (see above). See-saws enable Mowgli to jump higher, if you handle them right!

SCORING

Shooting nasties and collecting bonuses in the shape of berries and other fruit increases your score. When Mowlgi completes a level he will receive a bonus based on the time taken and the gems collected.

The game ends when you defeat Shere Khan.

Everyone has their favorite scene and character from *The Jungle Book*, and its enduring popularity still allows for successful cinema runs around the world. In fact it ranks second only to *Snow White And The Seven Dwarfs* as the studio's biggest worldwide box office earner for an animated film.

Made in 1967 and adapted from Rudyard Kipling's collection of short stories, which were first published in 1894, it was the last project to enjoy the personal involvement of Walt Disney himself.

Director Wolfgang Reitherman spent three years making the film with a team of 70 animators and 200 artists and technicians who produced more than 300,000 separate drawings. Reitherman spent 47 years at Disney. He rose through the company from his role as artist--the famous dinosaur fight in *Fantasia* is among his many credits--to producing and directing. He oversaw 13 films including *The Sword In The Stone* and *Winnie The Pooh* before his death in 1985.

The Characters

Mowgli
The Man Cub. Brought up in the jungle by wolves, Mowgli is extremely unwilling to leave the jungle. But his trusting nature, youthfulness and inexperience make it too dangerous a place to stay--particularly when a greedy tiger reappears on the scene.

In an act of inspired nepotism, director Wolfgang Reitherman cast his son in the vocal role. His only other acting part was to provide the voice for Christopher Robin in a *Winnie The Pooh* featurette.

Nevertheless the influence of the part clearly never left the boy because he is now an award winning producer of natural history films.

Baloo
The bear. Mellow, laid back and cool, Baloo gives *The Jungle Book* much of its appeal. His relationship with Bagheera, the straight-laced panther, and Mowgli provides many of the film's biggest laughs.

The bear and the panther represent a sort of head and heart argument throughout the film. Baloo follows his instincts, acts spontaneously and behaves impulsively. Bagheera is restrained, reasoned and dependable. He isn't much fun to have around unless, of course, Baloo is there to wind him up.

Actor and radio personality Phil Harris' delivery gave Baloo's jungle bum philosophy just the sort of jazzy, laid-back delivery the character needed. He readapted many of his lines, particularly the scat section where he plays off King Louie during, *I Want To Be Like You*. Harris appeared in several films including *The Glen Miller Story* with James Stewart and *Here Comes The Groom*. His voice was subsequently the inspiration for celebrated Disney characters like Malley the alley cat in *The Aristocrats* and Little John in *Robin Hood*.

Colonel Hathi

The elephant. Constantly marching his troop up and down the jungle, Colonel Hathi is the stiff upper lipped old soldier who fears nothing and no one except his wife. Trumpeting orders and forever drilling his hopeless-

ly disorganized herd of elephants, he cuts a very large and ridiculous figure who nevertheless knows his duty toward Mowgli. Colonel Hathi was voiced by Irish actor J Pat O'Malley who appeared in films like *Mary Poppins*.

Bagheera
The panther. It is his responsibility to escort Mowgli from the jungle to the safety of a human village, a task he takes very seriously, often too seriously for Mowgli's taste. He behaves as a loyal, trustworthy but slightly stiff guardian to the Man Cub but finds the responsibility trying, particularly when Baloo appears on the scene to create havoc. Disney also chose an English voice for his part, that of British actor Sebastian Cabot, star of such films as Hitchcock's *Secret Agent* and *Kismet*.

Kaa
The snake. Hissing sibilants and slithering around the jungle, he is a sneaky, untrustworthy creep. With his beady, hypnotic eyes and powerful coils he poses a very real threat to Mowgli that is undermined by his stupidity and cowardice.

Realizing many people's horror of snakes, Disney put a great deal of thought into presenting him as an entertaining character.

His appearance was changed to give him a blunt nose and exaggerated ping-pong eyes. His voice was dubbed by the veteran Disney vocalist Sterling Holloway who contributed to *Dumbo*, *Peter And The Wolf* and *Alice In Wonderland*. In the end, Disney writers were so pleased with the way the character fit in that they wrote him back in.

Shere Khan
The Tiger. The pack's main reason for dispatching Mowgli to the safety of a village is the return of Shere Khan to their part of the jungle. He hates and fears Man and regards Mowgli as a chance for vengeance.

Suave and well spoken, his voice was dubbed by British actor George Sanders, who made a career out of playing cads and villains in over a hundred films including *All About Eve* for which he won an Oscar for Best Supporting Actor. Shere Khan's regal arrogance and his mean-spirited relationship with Kaa led Wolfgang Reitherman to revive the two characters for the 1973 Disney version of *Robin Hood*.

King Louie
The ape. Louie rules all the apes in the jungle from the ruined temple where he holds court. Alerted to the news that Mowgli is close by he orders his capture so

he can find out from him the secret of man's red fire. His voice belonged to celebrated jazz musician Louis Prima who was responsible for hit records like *That Old Black Magic* and *I've Got You Under My Skin*. He and jazz band Sam Butera And The Witnesses were flown into the Disney studios to play for the animators. Their strutting around was filmed for live action study and then animated for the song and dance scene in the temple. Prima loved the character so much he asked for an expanded part.

The Soundtrack

Part of *The Jungle Book's* timeless appeal comes from the classic songs which give the film some of its most memorable moments. There are six in total, five of which were written by the Academy Award winning team of Robert B and Richard M Sherman who had previously written songs for productions such as *Mary Poppins*. *The Bare Necessities*, written by Terry Gilkyson was nominated for an Academy Award in the Best Original Song category. The soundtrack is one of Disney's most popular and its singles and LP charted well all over the world and continue to sell.

Jungle Book Credits

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	David Perry
NES Game Design by:	Eurocom Entertainment Software
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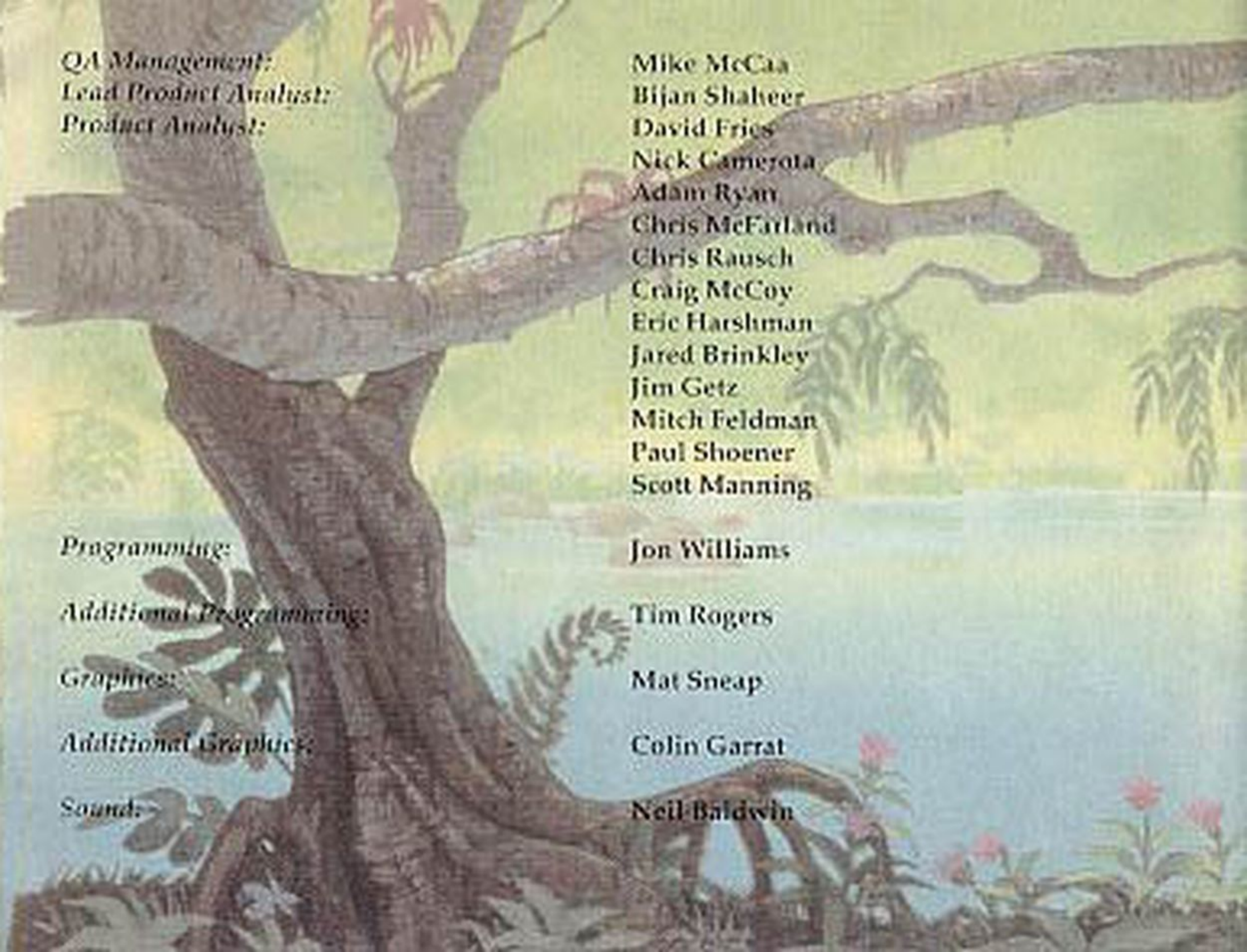
	Ed Schofield
	Roger Hardy
	Jeff Etter
Original background art by:	Christian Laurensen
	Nick Beaty



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Special Thanks:
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